AFRL-VA-WP-TP-2006-315

SCHEDULING AND SEQUENCE RESHUFFLE FOR AUTONOMOUS AERIAL REFUELING OF MULTIPLE UAVs (PREPRINT)

Zhipu Jin
Tal Shima
Corey J. Schumacher

JANUARY 2006

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AIR FORCE MATERIEL COMMAND
AIR FORCE RESEARCH LABORATORY
WRIGHT-PATTERSON AIR FORCE BASE, OH 45433-7542

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//Signature//   //Signature//
_____   _____
Corey Schumacher   Deborah S. Grismer
Senior Aerospace Engineer   Chief
Control Design and Analysis Branch   Control Design and Analysis Branch
Air Force Research Laboratory   Air Force Research Laboratory
Air Vehicles Directorate   Air Vehicles Directorate

//Signature//
_____
Kent J. Tiffany, Maj, USAF
Deputy, Control Sciences Division
Air Vehicles Directorate

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REPORT DOCUMENTATION PAGE

1. REPORT DATE *(DD-MM-YY)*	2. REPORT TYPE	3. DATES COVERED *(From - To)*
January 2006	Conference Paper Preprint	05/01/2005– 01/15/2006

4. TITLE AND SUBTITLE	5a. CONTRACT NUMBER
SCHEDULING AND SEQUENCE RESHUFFLE FOR AUTONOMOUS AERIAL REFUELING OF MULTIPLE UAVs (PREPRINT)	F33615-01-C-3154
	5b. GRANT NUMBER
	5c. PROGRAM ELEMENT NUMBER 0601102

6. AUTHOR(S)	5d. PROJECT NUMBER
Zhipu Jin (Ohio State University) Tal Shima (NRC) Corey J. Schumacher (AFRL/VACA)	A02D
	5e. TASK NUMBER
	5f. WORK UNIT NUMBER 0A

7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)		8. PERFORMING ORGANIZATION REPORT NUMBER
Ohio State University --------------------------------------- NRC	Control Design and Analysis Branch (AFRL/VACA) Control Sciences Division Air Vehicles Directorate Air Force Materiel Command, Air Force Research Laboratory Wright-Patterson Air Force Base, OH 45433-7542	

9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)	10. SPONSORING/MONITORING AGENCY ACRONYM(S)
Air Vehicles Directorate Air Force Research Laboratory Air Force Materiel Command Wright-Patterson Air Force Base, OH 45433-7542	AFRL-VA-WP
	11. SPONSORING/MONITORING AGENCY REPORT NUMBER(S) AFRL-VA-WP-TP-2006-315

12. DISTRIBUTION/AVAILABILITY STATEMENT
Approved for public release; distribution is unlimited.

14. ABSTRACT

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15. SUBJECT TERMS

16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT:	18. NUMBER OF PAGES	19a. NAME OF RESPONSIBLE PERSON (Monitor)
a. REPORT Unclassified	**b. ABSTRACT** Unclassified	**c. THIS PAGE** Unclassified	SAR	14	Corey Schumacher **19b. TELEPHONE NUMBER** *(Include Area Code)* N/A

Scheduling and Sequence Reshuffle for Autonomous Aerial Refueling of Multiple UAVs

Zhipu Jin, Tal Shima, and Corey J. Schumacher

Abstract— In this paper, we formulate the autonomous aerial refueling of multiple unmanned aerial vehicles (UAVs) as a scheduling problem. In order to find the optimal refueling sequence of UAVs, an efficient dynamic programming algorithm is introduced. When UAVs leave or join the queue, the optimal sequence needs to be recalculated. A systematic reshuffling method is developed such that the UAV sequence can be reconfigured by using the least amount of shuffle steps, where only one UAV changes its position in each step. By introducing a metric over UAV sequences, this reconfiguration effort is quantified and is treated as an additional cost which is integrated into the dynamic programming algorithm.

I. INTRODUCTION

Unmanned Aerial Vehicles (UAVs) are commonly used in military and civilian applications. One of the limitations of many current UAVs is the restriction in flight duration due to the limited fuel capacity. Having autonomous aerial refueling (AAR) capability will allow UAVs to remain airborne longer and/or to take off with a larger payload. Some work has already been done for modelling AAR docking maneuvers of a single UAV [1]. In this paper, we address the AAR problem as a scheduling problem in which a tanker needs to refuel multiple UAVs.

Considering the limited waiting time, finding the optimal refueling sequence for UAVs is similar to the scheduling problem for a single machine with "non-resumable" operations [2]. The problem is NP-hard and resembles in some aspects to the restricted traveling salesman problem with time windows [3], [4] and to the vehicle routing problem with time windows [5]. Many efficient algorithms have been developed to solve these problems such as linear programming, branch-and-bound, and genetic algorithm. We use the dynamic programming method [6], [7] to develop an efficient algorithm to find the optimal sequence. By using a prior examination and feasibility tests during the execution, the proposed algorithm reduces efficiently the search space in cases where the constraints are active.

The optimal sequence needs to be recalculated whenever a UAV joins the queue or leaves it unexpectedly. We omit the dynamics of the UAVs and assume that the UAV sequence

can be reconfigured by shuffling the UAVs' location. We quantify the effort of this reconfiguration and integrate it into the dynamic programming algorithm. Thus, optimality is achieved while considering the reconfiguration effort.

The remainder of this paper is organized as follows. In section II, we formulate the scheduling problem for the AAR of multiple UAVs and an efficient dynamic programming algorithm is developed. We introduce a metric over sequences in section III to quantify the similarities among different UAV sequences. In section IV, three reshuffling algorithms are proposed for transfering one sequence into another. In section V, the relationship between the metric and the number of shuffle steps is investigated and the effort of reconfiguration is quantified as an additive cost. Conclusions are offered in section VI.

II. AAR SCHEDULING PROBLEM OF MULTIPLE UAVS

In this section, we model the scheduling for the AAR of multiple UAVs as a combinatorial optimization problem. A tanker needs to provide refueling service for multiple UAVs. Each UAV has different parameters such as the current fuel level, refueling time, and the "Return-to-Field" priority. The last parameter, designated possibly by a human operator, indicates how important it is for the UAV to return for duty. The tanker gathers this information from all UAVs, decides the optimal refueling sequence, and sends the result back to each UAV. The UAVs form an echelon formation, as shown in Fig. 1, following the tanker according to the optimal sequence. We assume that communication between the tanker and the UAVs is ideal, i.e., perfect information is sent between the tanker and UAVs without delays and errors. Thus, the problem we need to solve is a centralized optimization problem.

A. Problem Formulation

Suppose that there are N UAVs and each UAV is marked by an index i. The index set is $S = \{1, \cdots, N\}$. The parameters of each UAV are:

- Maximum waiting time w_i. This parameter indicates the longest time that the ith UAV can wait before refueling. The value of w_i is changing w.r.t. time, i.e. it reduces as time progresses. We assume that $w_i > 0 \ \forall \ i \in S$ and that w_i is sent, by each UAV, with a time stamp to enable synchronization.
- Refueling time τ_i. This is the time that the tanker needs to fill up the ith UAV. It includes the time of docking maneuvers. In order to simplify the problem, we assume
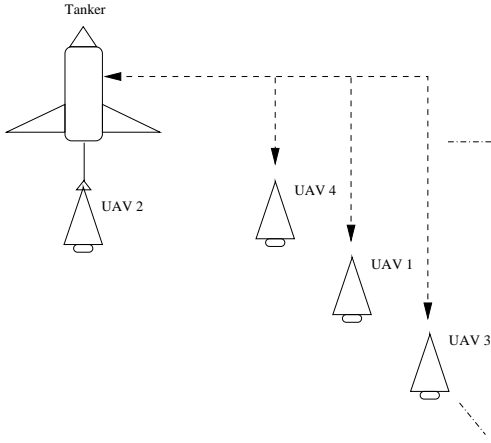
Fig. 1.   Echelon formation of UAVs for AAR.

that τ_i is time-invariant and $0 < \underline{\tau} \leq \tau_i \leq \overline{\tau}$ for any $i \in S$.

- "Return-to-Field" priority p_i. This positive number is assigned to the ith UAV before it is sent for refueling. The bigger p_i is, the higher the UAV's priority is.
- Refueling sequence number $k \in S$. The tanker refuels UAVs according to this number from 1 to N.

For any refueling sequence, there exists a bijective function $f(\cdot) : S \rightarrow S$ such that $k = f(i)$ for any UAV i. The cost function for the AAR problem is defined as:

$$J = \sum_{i=1}^{N} \left(p_i \cdot \sum_{k=1}^{f(i)} \tau_{f^{-1}(k)} \right), \tag{1}$$

where $\sum_{k=1}^{f(i)} \tau_{f^{-1}(k)}$ is the total time needed for refueling the ith UAV and the UAVs before it in the queue. Suppose the set of all possible bijective functions is F. The optimal scheduling problem is finding the function $f(\cdot) \in F$ to minimize the cost function J. We can represent this as:

$$f(\cdot) = \arg \min_{f(\cdot) \in F} J \tag{2}$$

subject to:

$$w_i \geq \sum_{k=1}^{f(i)-1} \tau_{f^{-1}(k)}, \ \forall i \in S. \tag{3}$$

Without the time constraints of inequations (3), there are totally $N!$ elements in F. However, the timing constrains may make some of them unfeasible. Thus, the optimal scheduling problem is composed of two parts: (a) finding feasible sequences, and then (b) obtaining the optimal one. According to the formulation, the solution of equation (2) is not unique. For example, if two UAVs have the same parameters, then they can switch their position without affecting the cost. In that case, we do not distinguish between these solutions and just pick one heuristically, e.g., that with the smallest index number.

For the sake of simplicity, we assume in this work that there always exists at least one feasible solution. In an actual implementation if a feasible solution will not exist than it will

be up to the human operator to decide which UAV can be sacrificed, and then the proposed algorithm can be re-run.

B. Dynamic Programming Algorithm

In order to develop the search algorithm, a layered structure with $N+2$ layers of nodes is introduced in this subsection. Each layer is marked by an index $j \in \{0, 1, \cdots, N+1\}$ which corresponds to one stage in dynamic programming. The nodes in each layer represent UAVs that may be refueled at that stage. We use $i_j \in S$ to indicate these nodes except on the initial layer ($j = 0$) where there is only one virtual starting node $i_0 = 0$ and on the final layer ($j = N+1$) which only includes one sink node $i_{N+1} = -1$. The nodes set on each layer is defined by $S_j \subseteq S$. The scheduling problem is to find an optimal path $\pi(0, -1)$ from the starting node to the sink node by connecting nodes on adjacent layers. For each layer, only one node can be visited. Also, each node can be visited only once. When the path is found, the function $f(\cdot)$ is determined.

For each layer, the node set S_j is formed according to a prior examination. For node $i \in S$, if there exists a subset $K \subseteq S \setminus \{i\}$ and $|K| = j - 1$ such that

$$w_i \geq \sum_{n \in K} \tau_n, \tag{4}$$

then $i \in S_j$. $|K|$ is the number of elements in the set K. This prior examination is important when the time constraints are tight.

Following are two lemmas that are easy to prove according to the above definition of the layer structure.

Lemma 2.1: If there exists a feasible path in the layer structure, then $|S_j| \geq N + 1 - j$ for any $j \in \{1, 2, \cdots, N\}$.

Lemma 2.2: For any $j \in \{1, \cdots, N-1\}$, $S_{j+1} \subseteq S_j$.

When we construct the layer structure, we determine S_N first, then find S_{N-1} by joining S_N and examine the results over $S \setminus S_N$, then find S_{N-2}, and so forth. After constructing the layer structure, we break the problem into N stages and define $T(0, -1)$ as the cost of the optimal path from the initial node to the sink node. The N stages correspond to the N layers, excluding the initial and final one.

Before the path reaches the sink node, it must reach a node $i_N \in S_N$. Therefore,

$$T(0, -1) = \min_{i_N \in S_N} \left(T(0, i_N) + d(i_N, -1) \right) \tag{5}$$

where $d(i_N, -1)$ is the cost from i_N to the sink node and it equals $p_{i_N} \tau_{i_N}$. For any other stage j, given the sequence $\{i_j, \cdots, i_N\}$, we have the similar recursion equation:

$$T(0, i_j) = \min_{i_{j-1} \in S_{j-1} \setminus \{i_j, \cdots, i_N\}} \left(T(0, i_{j-1}) + d(i_{j-1}, i_j) \right) \tag{6}$$

where the cost $d(i_{j-1}, i_j)$ can be calculated by

$$d(i_{j-1}, i_j) = \tau_{i_{j-1}} \sum_{n=j-1}^{N} p_{i_n}. \tag{7}$$

For the initial layer, the recursion is:

$$T(0, i_1) = d(0, i_1) \tag{8}$$

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where $d(0, i_1) = 0$.

At each stage, an additional feasibility test is needed. Let $\Gamma = \sum_{i=1}^{N} \tau_i$ be the total refueling time for all UAVs. At stage $(j-1)$, a feasibility test for node $i_{j-1} \in S_{j-1} \setminus \{i_j, \cdots, i_N\}$ is that if

$$w_{i_{j-1}} \geq \Gamma - \sum_{n=j-1}^{N} \tau_{i_n}, \qquad (9)$$

then i_{j-1} is feasible. If there is no node that passes this test, we let $T(0, i_j)$ be big enough such that it cannot be selected at the pervious stage. One reasonable value is:

$$T(0, i_j) = N \cdot \Gamma \cdot \max(p_i). \qquad (10)$$

Given $\{i_j, \cdots, i_N\}$, the nodes on layer $(j-1)$ that pass the test compose the feasible set Ω_{j-1}. When the algorithm finishes searching, if $T(0, -1) \geq N \cdot \Gamma \cdot \max(p_i)$, it means that there does not exist a feasible refueling sequence to meet the timing constraints.

The computation complexity is sensitive to the timing constraints. In the worst case, the timing constraints are satisfied by any permutation of S and the scheduling problem is solved in time $O(N^2 2^N)$ as discussed in [6]. The easiest case is when there exists only one feasible sequence that can meet the timing constraints. Then, as soon as the layer structure is determined, the optimal sequence is found.

The dynamic programming algorithm described above can be used to solve general AAR scheduling problems. Moreover, according to the structure of the cost function in equation (1), we have two rules that greatly reduce the computation time.

Proposition 2.3: Suppose at stage $j-1$, Ω_{j-1} is the feasible set of layer $j-1$ for the given sequence $\{i_j, \cdots, i_N\}$. For any m, $n \in \Omega_{j-1}$, if $\tau_m = \tau_n$ and $p_m < p_n$, then

$$T(0, m_{j-1}) + d(m_{j-1}, i_j) < T(0, n_{j-1}) + d(n_{j-1}, i_j). \quad (11)$$

Proposition 2.4: Suppose at stage $j-1$, Ω_{j-1} is the feasible set of layer $j-1$ for the given sequence $\{i_j, \cdots, i_N\}$. For any m, $n \in \Omega_{j-1}$, if $p_m = p_n$ and $\tau_m < \tau_n$, then

$$T(0, m_{j-1}) + d(m_{j-1}, i_j) > T(0, n_{j-1}) + d(n_{j-1}, i_j). \quad (12)$$

According to these propositions in each recursive step, starting from the end of the queue and moving forward, we pick the node with the least priority from those feasible nodes with the same refueling time, or pick the node with the largest refueling time from those with the same priority. These two propositions can reduce the complexity of the scheduling problem.

Following is an example showing how the dynamic programming algorithm works. Suppose there are 4 UAVs waiting for refuelling. Table I lists all the parameters of the problem and Table II is the layer structure. The nodes in each column compose the feasible node set S_j. Those nodes in bold form the optimal sequence. Node 3 is the only one in layer 4, so it must be selected. Then at layer 3, node 1 and 4 have the same refueling time. According to Proposition 2.3, node 1 is selected. After comparing the sequences $\{2, 4\}$ and $\{4, 2\}$, we obtain the optimal sequence as $\{4, 2, 1, 3\}$ with the cost of 98.

TABLE I

PARAMETERS OF UAVS IN THE REFUELING SEQUENCE.

UVA index i	1	2	3	4
Max. waiting time w_i	14	6	22	12
Refueling time τ_i	5	6	4	5
Priorities p_i	2	1	2	3

TABLE II

LAYER STRUCTURE OF INITIAL SCHEDULING.

Layer 0	Layer 1	Layer 2	Layer 3	Layer 4	Layer 5
0	1	1	**1**	**3**	**-1**
	2	**2**	3		
	3	3	4		
	4	4			

III. SIMILARITY METRIC BETWEEN UAV SEQUENCES

For the AAR problem, the number of UAVs may change from time to time. We assume that UAVs do not join or leave the queue simultaneously and the interval between any two arrivals or departures is long enough such that the new echelon formation is already formed before the next UAV joins or leaves. In this section, we focus on how to rearrange the sequence when a new UAV joins. We assume that, at first step, the new UAV is appended to the end of the echelon formation. Then, after the new optimal sequence is found, the formation is reconfigured accordingly. Intuitively, the similar the new optimal sequence is to the old one, the less reconfiguration is needed.

A metric is defined to quantify the similarity between two sequences that have the same nodes. Suppose there is a node set M which has N nodes. A permutation group is a sequence group G whose elements are all permutation sequences of M. Any element $x \in G$ is a sequence with N nodes. For each node $e_i \in M$ in the sequence $x = [e_1, e_2, \cdots, e_N]$ there exists two adjacent nodes $(e_i^l = e_{i-1}, e_i^r = e_{i+1})$. For the first node e_1 and the last node e_N, the adjacent node pairs are $(e_1^l = \varnothing, e_1^r = e_2)$ and $(e_N^l = e_{N-1}, e_N^r = \varnothing)$, respectively, where $\varnothing$ means "None". For any element $x \in G$, the adjacent node pair of node e_i is $(x(e_i)^l, x(e_i)^r)$. For any $x1$, $x2 \in G$, we assume that the set k_1 is composed of the nodes that have identical neighbors; the set k_2 is composed of the nodes that only have the same left neighbors; the set k_3 is composed of the nodes that only have the same right neighbors; and the set k_4 is composed of the nodes that have different neighbors. It is clear that $|k_1| + |k_2| + |k_3| + |k_4| = N$.

For a permutation group G and node set M, suppose $x1$, $x2 \in G$, a metric $\mathcal{D}(x1, x2)$ is defined as

$$\mathcal{D}(x1, x2) = \sum_{i=1}^{N} \mathcal{E}(e_i) \qquad (13)$$

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where $e_i \in M$ and

$$\mathcal{E}(e_i) = \begin{cases} 2, & \text{if } x1(e_i)^l \neq x2(e_i)^l \text{ and } x1(e_i)^r \neq x2(e_i)^r \\ 1, & \text{if } x1(e_i)^l \neq x2(e_i)^l \text{ and } x1(e_i)^r = x2(e_i)^r \\ 1, & \text{if } x1(e_i)^l = x2(e_i)^l \text{ and } x1(e_i)^r \neq x2(e_i)^r \\ 0, & \text{otherwise} \end{cases} \tag{14}$$

For example, suppose $M = \{1, 2, 3, 4, 5\}$, and G has $5! = 120$ elements. Let $x1 = [1, 3, 4, 5, 2]$ and $x2 = [3, 4, 5, 1, 2]$, then $\mathcal{D}(x1, x2) = 5$ since both neighbors of node 1 are changed, the left neighbors of 3 and 2 are changed and the right neighbor of 5 is changed.

Fig. 2 shows the distribution of the metric $\mathcal{D}$ for a permutation group of seven nodes. We pick the sequence $[1, 2, 3, 4, 5, 6, 7]$ as the original sequence. The metric distance $\mathcal{D}$ from this origin to all the other sequences in G is calculated and the Y axis represents the number of sequences which have the same metric distances from the origin.
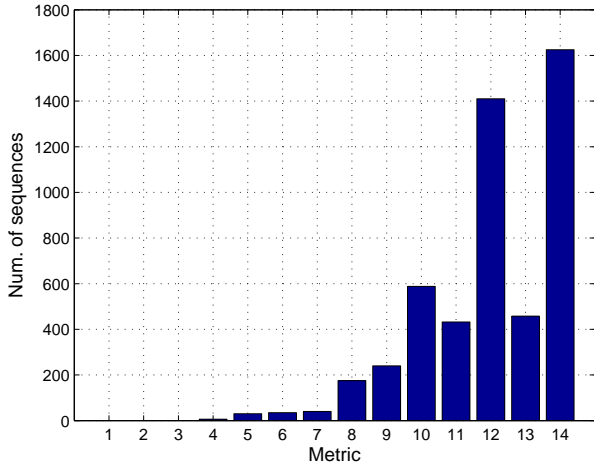

Fig. 2.   Distribution of metric

We will now discuss some of the general properties of this metric. According to the definition, $\mathcal{D}(x1, x2) = 0$ if and only if $x1 = x2$. Also, $\mathcal{D}(x1, x2) = \mathcal{D}(x2, x1)$. The next lemma shows that $\mathcal{D}$ satisfies the triangle inequality.

Lemma 3.1: For any $x1$, $x2$, and $x3 \in G$, $\mathcal{D}(x1, x2) + \mathcal{D}(x2, x3) \geq \mathcal{D}(x1, x3)$

Proof: Suppose that, for $x1$ and $x2$, there exist four node sets as k_1, k_2, k_3, and k_4 that are defined before. So,

$$\mathcal{D}(x1, x2) = |k_2| + |k_3| + 2|k_4|. \tag{15}$$

For $x2$ and $x3$, there exist the similar node sets as $\hat{k}_1$, $\hat{k}_2$, $\hat{k}_3$, and $\hat{k}_4$. Thus,

$$\mathcal{D}(x2, x3) = |\hat{k}_2| + |\hat{k}_3| + 2|\hat{k}_4|. \tag{16}$$

Now suppose that the intersection of k_1 and $\hat{k}_1$ has r nodes, then between $x1$ and $x3$, there are at least r nodes that have identical neighbors. We rewrite k_1 and $\hat{k}_1$ as

$$\begin{cases} |k_1| & = & r + \alpha \\ |\hat{k}_1| & = & r + \beta. \end{cases} \tag{17}$$

Note that these α nodes must belong to $\hat{k}_2 \bigcup \hat{k}_3 \bigcup \hat{k}_4$. Since nodes in $\hat{k}_2$, $\hat{k}_3$, or $\hat{k}_4$ make different contributions to $\mathcal{D}$, we assume that there are $n1$ nodes in α that belong to $\hat{k}_2 \bigcup \hat{k}_3$ and $n2$ nodes that belong to $\hat{k}_4$. Thus, we have

$$\begin{aligned} \alpha & = & n1 + n2 \\ \mathcal{D}(x1, x2) & = & n1 + 2 \cdot n2 + \Psi_1. \end{aligned} \tag{18}$$

For the same reasons, we have

$$\begin{aligned} \beta & = & m1 + m2 \\ \mathcal{D}(x2, x3) & = & m1 + 2 \cdot m2 + \Psi_2. \end{aligned} \tag{19}$$

For $x1$ and $x3$, we have

$$\begin{aligned} \mathcal{D}(x1, x3) & \leq & n1 + 2 \cdot n2 + m1 + 2 \cdot m2 + \Psi_1 + \Psi_2 \\ & = & \mathcal{D}(x1, x2) + \mathcal{D}(x2, x3). \end{aligned} \tag{20}$$

■

Lemma 3.2: If $x1$, $x2 \in G$ and $x1 \neq x2$, then $4 \leq \mathcal{D}(x1, x2) \leq 2N$.

The previous lemma can be proved easily according to the metric definition.

IV. TRANSFER BETWEEN SEQUENCES

Transferring a sequence to another one, by using efficient shuffle steps, is the main topic of this section. The answer directly affects the echelon formation sequence reconfiguration, whenever a UAV joins or unexpectedly leaves the refueling queue. Due to the expected severe flight safety requirements near the tanker we assume that the reshuffling is performed for one UAV at a time.

The single-node shuffle is defined as:

Definition 4.1: A single-node shuffle for any element of the sequence x in the permutation group G, is transferring one node from it's position in the sequence to a different one, while the ordering of the other nodes is unchanged.

For example, we have a sequence with five nodes as $x1 = [1, 2, 3, 4, 5]$. Moving node 4 to the position between 1 and 2 results with a new sequence $x2 = [1, 4, 2, 3, 5]$. Multiple single-node shuffle steps may be needed for a sequence transformation. Thus, for any $x1$, $x2 \in G$, an efficient reshuffle algorithm generates a sequence of single-node shuffle steps such that, by implementing these shuffle steps, $x1$ can be transferred into $x2$.

A. Reshuffle algorithm one

Suppose the initial sequence is $x1 = [a_1, a_2, \cdots, a_N]$ and the finial sequence is $x2 = [b_1, b_2, \cdots, b_N]$. Reshuffle algorithm one is:

- Let k=1 and $\hat{x} = x1$;
- From the kth node in $\hat{x}$, from left to right, find the node a_i in $\hat{x}$ such that $a_i = b_k$. If $a_k = b_k$, keep $\hat{x}$ and directly jump to the next step. Otherwise, implement a single-node shuffle by moving a_i to the kth place and generate a new $\hat{x}$, then go to next step.
- Let k=k+1 and repeat the previous step until $k = N$.

It is easy to show that, in the worst case, this algorithm needs $N - 1$ single-node shuffle steps and $N(N - 1)/2$ comparisons to transfer $x1$ into $x2$. The disadvantage of this

algorithm is that it cannot guarantee to find the minimum single-node shuffle steps for a sequence transformation. For example, suppose $x1 = [1, 2, 3, 4, 5]$ and $x2 = [2, 3, 4, 5, 1]$. The algorithm needs four shuffle steps to transfer $x1$ to $x2$. Obviously, the minimum number of single-node shuffle step is one by moving node 1 to the right side of node 5.

B. Reshuffle algorithm two

In order to find a better reshuffle algorithm, we introduce the concept of subsequence. For $x1$, $x2 \in G$, there exists a subsequence partition such that each element δ in this partition is the largest non-empty subsequence in which the nodes keep the same order for $x1$ and $x2$. For example, suppose $x1 = [1, 2, 3, 4, 5]$ and $x2 = [3, 4, 5, 1, 2]$. It is easy to see that $\{[1, 2], [3, 4, 5]\}$ is the subsequence partition of $x1$ and $x2$. By switching the position of these two subsequences, $x1$ can be transferred into $x2$. We define a subsequence shuffle as:

Definition 4.2: A subsequence shuffle of sequence x is moving a subsequence δ to a different location which is composed by $|\delta|$ single-node shuffles. The node order inside δ is not changed.

The subsequence shuffle is like shuffling a deck of cards by moving multiple cards together. The single-node shuffle is a specific case of the subsequence shuffle. Thus, a sequence transformation can be treated into two levels: subsequence level and node level.

For a sequence transformation, it is important to find the subsequence partition. Similar to the single node, we define the left subsequence neighbor of subsequence δ in x as $x(\delta)^l$ and the right subsequence as $x(\delta)^r$. All the elements of the partition can be put into three subsequence sets Λ_1, Λ_2, and Λ_3. Elements in Λ_1 only have the same left subsequence neighbors in $x1$ and $x2$. Elements in Λ_2 only have the same right subsequence neighbors. Elements in Λ_3 do not have any same subsequence neighbor in $x1$ and $x2$. Finding Λ_1, Λ_2, and Λ_3 can be done systematically. Suppose we already have k_1, k_2, k_3, and k_4 which are defined in Section III. Let us start from the nodes of k_1. Suppose node $a \in k_1$, then subsequence $\delta = [x1(a)^l, e, x1(a)^r]$ does not change its node order in the transformation from $x1$ to $x2$. If $x1(e)^l \in k_1$, then δ extends by adding $x1(e)^l$'s left neighbor on its left side until this left neighbor is $\varnothing$. If $x1(e)^l \in k_3$, then δ cannot extend itself on the left side. The same extending process can be done for $x1(e)^r$. Eventually, δ is extended to be the largest subsequence including a. During this process, the nodes used to form δ are eliminated from k_1, k_2, and k_3. When $k_1 = \emptyset$, we check any single-node subsequence in k_2. If a node b belongs to k_2 and its left neighbor $x1(b)^l \neq \varnothing$, then $x1(b)^l$ must belong to k_3 since $k_1 = \emptyset$. Thus, $[x1(n)^l, n]$ is formed and belongs to Λ_3. After the extending processes, we can find all the elements of Λ_1, Λ_2, and Λ_3.

Lemma 4.3: $|\Lambda_1| \leq 1$ and $|\Lambda_2| \leq 1$.

Proof: The only possible element in Λ_1 is the largest subsequence that locates on the first position from left in $x1$ and $x2$. The same result holds for Λ_2. ∎

Suppose Λ_1, Λ_2, and Λ_3 are subsequences sets for the sequence transformation from $x1$ to $x2$. Reshuffle algorithm two is:
- Find the smallest subsequence δ in Λ_3 with the condition that no node in δ has not been moved before.
- According to $x2$, find the left subsequence $x2(\delta)^l$ and the right subsequence $x2(\delta)^r$;
- Implement a subsequence shuffle step such that
  - If $x2(\delta)^l \in \Lambda_1$ or if $x2(\delta)^l \notin \Lambda_1$ and $|x2(\delta)^l| \geq |x2(\delta)^r|$, then put δ on the right side of $x2(\delta)^l$ to form a new subsequence.
  - If $x2(\delta)^r \in \Lambda_2$ or if $x2(\delta)^r \notin \Lambda_2$ and $|x2(\delta)^l| < |x2(\delta)^r|$, then put δ on the left side of $x2(\delta)^r$ to form a new subsequence.
- Update Λ_1, Λ_2, and Λ_3 according to these new subsequences.
- Repeat the previous steps until $\Lambda_3 = \emptyset$;

For reshuffle algorithm two, the most important part is moving subsequences in Λ_3 to generate longer subsequences and to reduce the number of elements of Λ_3. Whenever one subsequence δ is moved, the number of elements of Λ_3 is decreased at least by one. This algorithm can be executed in polynomial time. However, it still cannot guarantee to find the minimum number of single-node steps.

C. Reshuffle algorithm three

By using the principle of optimality, we develop the reshuffle algorithm three to find the minimum number of single-node steps.

Suppose Λ_1, Λ_2, and Λ_3 are subsequences sets for $x1$ and $x2$ where Λ_3 has m elements. The minimum single-node shuffle steps we need is represented by $\mathcal{T}(m)$. We have

$$\mathcal{T}(m) = \min_{\delta_i \in \Lambda_3} \left(\min(\mathcal{T}(\hat{m})^l + |\delta_i|, \mathcal{T}(\hat{m})^r + |\delta_i|) \right) \quad (21)$$

where $\mathcal{T}(\hat{m})^l$ is the minimum single-node shuffle steps we need after δ_i is moved to the right side of its left subsequence neighbor, and the same for $\mathcal{T}(\hat{m})^r$. The subsequence set Λ_3 needs to be updated at each recursive step. Let $\hat{m}$ represent the size of Λ_3 after updating. Sometimes, moving δ_i to the right side of its left neighbor is also connecting it to its right neighbor. In that case, these three subsequences are formed into one larger subsequence and the elements number of Λ_3 is reduced by two. This recursive algorithm stops when $\hat{m} = 0$.

By using reshuffle algorithm three, $\mathcal{T}(m)$ is guaranteed to be the minimum number of single-node shuffles. The computation time of this recursive algorithm depends on m, i.e., how may elements exist in Λ_3. In the worst case, the results are found in time $O(m!)$.

D. Comparison

In order to verify the feasibility of these algorithms, we tested them on permutation groups with different number of nodes. The algorithms were coded in Matlab and run on a desktop with a Xeon(TM) CPU at 2.66 GHz and 1.00 GB of RAM. For each permutation group, we randomly

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picked one sequence as the initial one and calculated the shuffle steps that transfer this initial sequence to all the other sequences in the permutation group. Fig. 3 shows the average number of shuffle steps for the three different algorithms. Fig. 4 shows the average computation time for different algorithms. According to the simulation results, algorithm three guarantees the least amount of shuffle steps for a sequence transformation, but it needs much more computation time to find solutions than the other two algorithms.
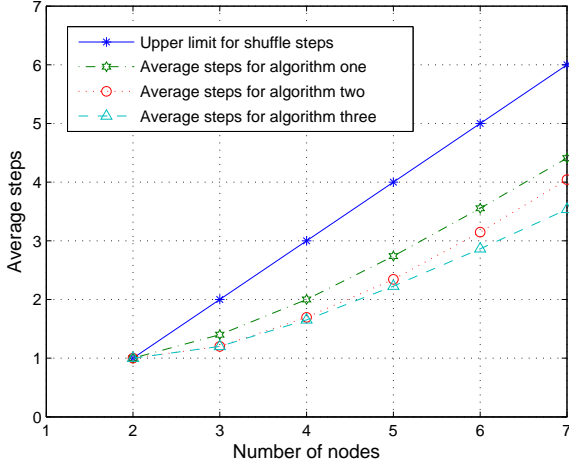

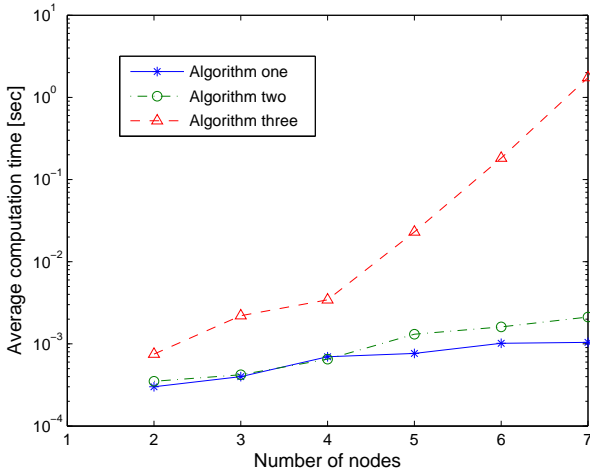Fig. 3. Average number of shuffle steps for different algorithms

Fig. 4. Average computation time for different algorithms

V. SEQUENCE RECONFIGURATION FOR AAR

We assume that the reconfiguration of the UAV echelon formation is performed by shuffling the location of one UAV at each time. This method can naturally ease the collision avoidance issue. The cost of the reconfiguration is related to how many shuffle steps are needed; but the shuffle steps can be calculated by the algorithms of section IV only after the new sequence is determined. This means that we cannot

directly consider the number of shuffle steps into the dynamic programming algorithm of section II. However, it is intuitive that the similar two sequences are, the less shuffle steps are needed. The metric $\mathcal{D}$ defined in section III can represent this similarity. The relationship between the metric distance and the minimum number of shuffle steps is investigated next.

We pick the sequence $[1, 2, 3, 4, 5, 6, 7]$ as the original sequence for a permutation group of seven nodes and use the algorithms from section IV. The average values and standard deviation of single-node shuffle steps w.r.t. the value of the metric $\mathcal{D}$ are shown in Fig. 5 and Fig. 6. It is apparent that, on average, the bigger the metric distance is, the more single-node shuffle steps are needed. This is true for other permutation groups with different number of nodes. Fig. 7 and Fig. 8 show the results of algorithm three for different permutation groups. Since the metric $\mathcal{D}$ is an additive function over the nodes, it can be easily integrated into the dynamic programming algorithm. Thus, we choose the metric $\mathcal{D}$ to indicate the cost of the reconfiguration.
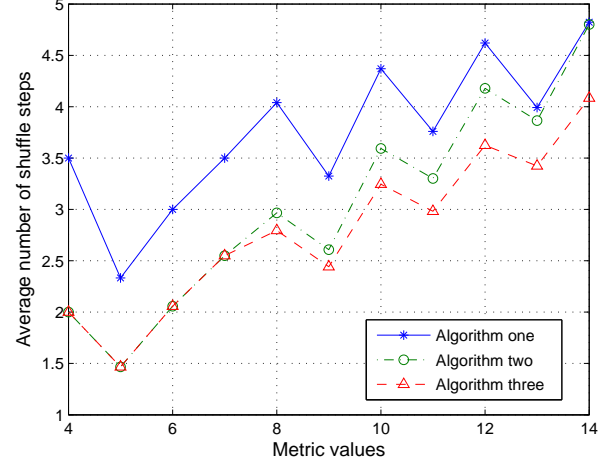

Fig. 5. Mean values of shuffle steps w.r.t. metric

Suppose the initial refueling sequence is $[i_1, \cdots, i_N]$. For each node i_j, the two adjacent nodes are $(i_j^l = i_{j-1}, i_j^r = i_{j+1})$. When a new UAV joins the queue, we assume that a new node i_{N+1} is appended to the end of the queue and $\pi_o = [i_1, \cdots, i_N, i_{N+1}]$. The new optimal sequence is indicated by π_n. We redefine the total cost function for refueling scheduling as:

$$
\begin{aligned}
J &= K_1 \sum_{i=1}^{N+1} \left(p_i \cdot \sum_{k=1}^{f_n(i)} \tau_{f_n^{-1}(k)} \right) + K_2 \mathcal{D}(\pi_o, \pi_n) \\
&= K_1 \sum_{i=1}^{N+1} \left(p_i \cdot \sum_{k=1}^{f_n(i)} \tau_{f_n^{-1}(k)} \right) + K_2 \sum_{j=1}^{N+1} \mathcal{E}(i_j)
\end{aligned}
\tag{22}
$$

where $f_n(\cdot)$ is the new scheduling mapping function, the second term represents the metric distance, and (K_1, K_2) are the weight coefficients. Also, there are $N+1$ time constraints listed below:

$$
w_i \geq \sum_{k=1}^{f_n(i)-1} \tau_{f_n^{-1}(k)}, \ \forall i \in \{1, \cdots, N+1\}. \tag{23}
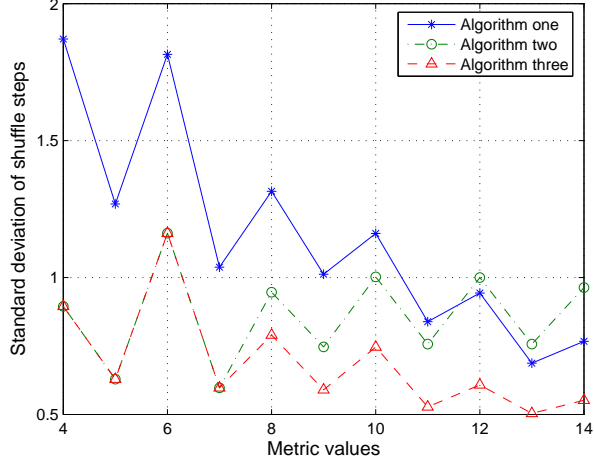$$

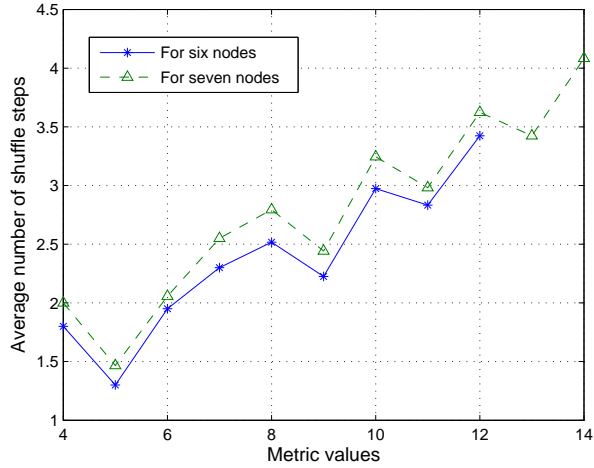Fig. 6.   Standard deviation of shuffle steps w.r.t. metric

Fig. 7.   Mean values of shuffle steps for different permutation groups
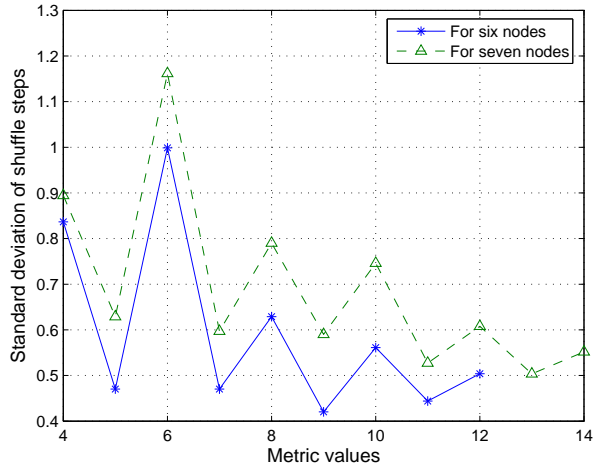

Fig. 8.   Standard deviation of shuffle steps for different permutation groups

The additive property of the new cost function makes the dynamic programming algorithm in section II still effective. The cost $d(i_{j-1}, i_j)$ in each recursive step is calculated by

$$d(i_{j-1}, i_j) = K_1 \cdot \tau_{i_{j-1}} \cdot \sum_{n=j-1}^{N} p_{i_n} + K_2 \cdot \mathcal{E}(i_j) \quad (24)$$

and $d(0, i_1) = K_2 \cdot \mathcal{E}(i_1)$.

VI. CONCLUSIONS

In this paper, a dynamic programming algorithm was developed for the AAR scheduling problem. In this problem one tanker needs to refuel multiple UAVs flying in an echelon formation. The optimal sequence is based on the UAVs parameters, including timing constraints. When refueling time constraints are tight, a prior examination and feasibility tests in each recursive step are necessary to reduce the search space and thus make the search more efficient.

When a UAV joins, or leaves unexpectedly, the queue, the optimal sequence needs to be recalculated. We introduced a metric to indicate how similar the new sequence is to the old one and chose it as the reconfiguration cost. The additive property of the metric makes it possible to add it to the dynamic programming algorithm as an additional cost term. It was shown, for several group sizes, that there exists a good correspondence between this metric and the number of single shuffle steps needed for the reconfiguration.

Efficient algorithms for the reshuffling have also been proposed, including a computationally intensive one that provides the minimum number of shuffle steps.

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